

Sameer Bashir

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Education

University of Central Florida, Orlando Florida – CS, Computer Science

August 2022 – May 2026

- Relevant Coursework: Concepts in Computer Science, Calculus 1 and 2, Intro to C, Object Oriented Programming, Computer Science 1 and 2, Intro to Discrete Structures, Algorithms in Machine Learning, Mobile Dev, Web UX
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Experience

ACM (Association of Computing Machinery at University of Central Florida – Vice President

June 2023 – Present

- Led workshops assisting in coding help as well as to be able to make a discord bot using API and an embedded systems workshop
- Worked with DJI Tello drones to be able to control them remotely as well as allowing them to move with our hands and speech to be able to move in certain directions.
- Assisted frontend development of our club website with other members to be able to have a place to store all our info

Teaching Assistant at University of Central Florida for Introduction to C Programming

August 2024 - Present

- Assisted students in the intro to C class with their programming assignments and github traversal
 - Held office hours for students who needed extra help and was able to assist them one on one
 - Got experience grading different types of code from multiple students and knowing where and when to give points
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Projects

Shipwreck Showdown Lead UI designer (Best Game at Knighthacks VII)

- Created a network multiplayer game using Unity and Github and mirror api in 36 hours and won the award for best game at Knighthacks among 600+ competitors
- I worked in a team of 4 people and I was in charge of creating the UI and implementing music or sound effects for the game and how the health works
- Creating this game helped me work better in a team and we were able to communicate well and have zero merge conflicts throughout our entire process

Tetris in Godot and Unity

- Recreated the popular game Tetris in Godot as well as in using Godot Script and C# respectively implementing features such as quickdrop, level system, score calculator and ghost pieces
- Used tilemaps to create the game board as well as implement the tetriminos on the board, and to use coordinates to manipulate each different piece and rotation and figured out unique ways to implement different features on different engines

Flaw of This World

- Begun progress on creating my own unique 2D boss rush game in Godot using Godot Script as well as using Aseprite for the pixel art for the game
- Programmed many different attacks and spells with unique animations as well as different bosses and moves

Client Website

- Used Figma and Javascript to program and design a website for a mental health service ran by our client for our web UX class
 - Collaborated with other team members to be able to design a website suited to our clients needs, while also communicating and collaborating with the client and each other to ensure a smooth working environment
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Skills

Programming: Python, C, C++, C#, Java, React, JavaScript, Firebase, API, Godot, Github, Visual Studio, R, Virtual Box, Git, Unity

Certifications: Excel, Word, Photoshop, PowerPoint

Developer Tools: SolidWorks, Aseprite, Figma
